



TEACHING ENGLISH VOCABULARY BY USING
TOUCH AND GO GAME TO THE FIFTH GRADE STUDENTS
OF MI MATHALIUL FALAH 01 TULAKAN DONOROJO JEPARA
IN 2015/2016 ACADEMIC YEAR

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TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY
2016



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SKRIPSI

**Presented to the University of Muria Kudus
In Partial fulfillment of the Requirement for Completing
the Sarjana Program in English Education**

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2016**

MOTTO AND DEDICATION

MOTTO

- ❖ Education is the most powerful weapon which you can use to change the world. (Nelson Mandela)
- ❖ No one who achieved great success without being willing to make personal sacrifices. (Napoleon Hill)
- ❖ We will never know, before we do so. Remember one thing, the work we do will be worth it.

DEDICATION:

This skripsi dedicated to:

- ❖ Allah SWT the almighty.
- ❖ Her beloved father and mother (Kurdi and Sri Harwati) always prays for her success.
- ❖ Her lovely friends (Siti Fatimah Tastaftiyan, Navindri Dwi Ovaningtyas, and Iffah Cholidatul Faridj) who always gives support and attention.
- ❖ Her lovely friends in her boarding house (Desi Nurul Hidayah) partner in crime (just for fun).


- ❖ All of the lecturer in Department of English Education Department of English Education UMK.
- ❖ All of the her friends in Department of English Education UMK.




ADVISORS' APPROVAL

This is to certify that the *Skripsiof* Suci Kurniawati (201232040) has been approved by the *skripsi* advisors for further approval by the Examining Committee.

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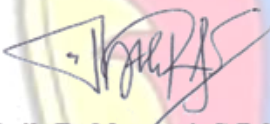
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Hopefully, the skripsi will be useful for all the readers.

Kudus,

The Writer

Suci Kurniawati



ABSTRACT

Kurniawati, Suci. 2016. *Teaching English Vocabulary by Using Touch and Go Game to the Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year*. Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor: (i) Drs. Suprihadi, M.Pd, (ii) Agung Dwi.N, SS, M.Pd.

KeyWords : Touch and Go Game, vocabulary mastery.

Vocabulary is one of the important aspects in learning English and vocabulary is one of three language components besides grammar and pronunciation. With the limited vocabulary, students will have difficulties in learning and understanding the foreign language. Meanwhile, the students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara have problems in vocabulary. The teacher only used the student's worksheet and the reference is students worksheet "KTSP Bahasa Inggris" in teaching learning process. The students also get difficulties in remembering the words. To solve the problems, the writer tried to use "Touch and Go" game as the alternative technique to teach English vocabulary. The students will get the new vocabulary and memorizing vocabulary. Based on conditional, the writer want to do the research with entitled "Teaching English Vocabulary by using Touch and Go Game To Fifth Grade Students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 Academic Year".

The aim of this research is to find out whether or not there is a significant difference between the vocabulary mastery of fifth grade students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 academic year before and after being taught by using Touch and Go Game.

This is a quantitative research. The method of the research is experimental research which uses pre-test and post-test design of the research. The population of this research is the fifth grade students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara that consist of 26 students.

The result of the research shows that the mean score of the vocabulary mastery of fifth grade students before taught by using Touch and Go Game is 62.88 and the mean score of the vocabulary mastery of fifth grade students after being taught by using Touch and Go Game is 78.92. it can be concluded that t-obtained 5.21 in the level of significance $\alpha = 0.05$ and the degree of freedom (df) 25 which is gained from N-1, the t-critical is 2.060. t-obtained is higher than t-critical ($t_o > t_t$). So, the hypothesis states, "There is a significant difference between the vocabulary mastery of fifth grade students of MI Mathaliul Falah 01 Tulakan Donorojo Jepara in 2015/2016 academic year before and after being taught by using Touch and Go Game.

Based on the research above, the writers suggest that the English teacher may use Touch and Go Game in teaching English vocabulary . By using this game the students will not feel bored and the students can be interested in learning English.



ABSTRAK

Kurniawati, Suci. 2016. Pembelajaran Kosakata Bahasa Inggris dengan menggunakan Permainan Sentuh dan Pergi Kelas Lima MI Mathaliul Falah 01 Tulakan Donorojo Jepara Tahun Ajaran 2015/2016. Skripsi. Program Studi Bahasa Inggris. Fakultas Keguruan dan Ilmu Pendidikan. Universitas Muria Kudus. Pembimbing: (i) Drs. Suprihadi, M.Pd, (ii) Agung Dwi N, SS, M.Pd.

Kata Kunci : Permainan sentuh dan pergi, penguasaan kosakata

Kosakata adalah salah satu aspek penting di dalam pembelajaran Bahasa Inggris dan kosakata adalah satu dari tiga komponen bahasa selain tata bahasa dan pelafalan kata. Dengan kosakata yang terbatas, murid akan kesulitan dalam belajar dan memahami bahasa asing. Sementara itu, murid dari MI Mathaliul Falah 01 Tulakan Donorojo Jepara mempunyai masalah dalam kosakata. Guru hanya menggunakan lembar kerja murid dan mengacu sesuai lembar kerja “KTSP Bahasa Inggris” dalam proses belajar mengajar. Murid juga kesulitan dalam mengingat kata. Untuk mengatasi masalah tersebut, penulis mencoba untuk menggunakan permainan sentuh dan pergi sebagai alternatif untuk mengajarkan kosakata Bahasa Inggris. Murid akan mendapatkan kosakata baru dan mengingat kosakata. Berdasarkan latar belakang di atas, penulis ingin melakukan penelitian berjudul “Pembelajaran Kosakata Bahasa Inggris dengan menggunakan Permainan Sentuh dan Pergi Kelas Lima MI Mathaliul Falah 01 Tulakan Donorojo Jepara Tahun Ajaran 2015/2016.

Tujuan penelitian ini adalah untuk mengetahui apakah ada perbedaan signifikan diantara penguasaan kosakata siswa kelas lima MI Mathaliul Falah 01 Tulakan Donorojo Jepara tahun ajaran 2015/2016 sebelum dan sesudah menggunakan permainan sentuh dan pergi.

Ini adalah penelitian kuantitatif. Metode yang digunakan adalah eksperimen dengan menggunakan desain pre-test dan post-test. Populasi dari penelitian ini adalah siswa kelas lima MI Mathaliul Falah 01 Tulakan Donorojo Jepara yang terdiri dari 26 siswa.

Akhir dari penelitian ini menunjukkan bahwa rata-rata nilai siswa sebelum diajarkan menggunakan permainan sentuh dan pergi adalah 62.88 dan rata-rata nilai siswa sesudah diajarkan menggunakan permainan sentuh dan pergi adalah 78.92. Penelitian ini menyimpulkan bahwa $t_{obtained}$ 5.21 di level significance $\alpha = 0.05$ dan derajat kebebasan (df) 25 yang diperoleh dari $N-1$, $t_{critical}$ adalah 2.060. $t_{obtained}$ lebih tinggi dari $t_{critical}$ ($t_o > t_t$). Jadi hipotesisnya “ada perbedaan yang signifikan antara penguasaan kosakata kelas lima MI Mathaliul Falah 01 Tulakan Donorojo Jepara tahun ajaran 2015/2016 sebelum dan sesudah menggunakan permainan sentuh dan pergi.

Berdasarkan proses penelitian tersebut, penulis mengungkapkan bahwa guru Bahasa Inggris boleh menggunakan permainan sentuh dan pergi di dalam

pengajaran kosata kata Bahasa Inggris. Dengan menggunakan permainan ini murid tidak akan bosan dan murid dapat akan minat dalam belajar Bahasa Inggris.



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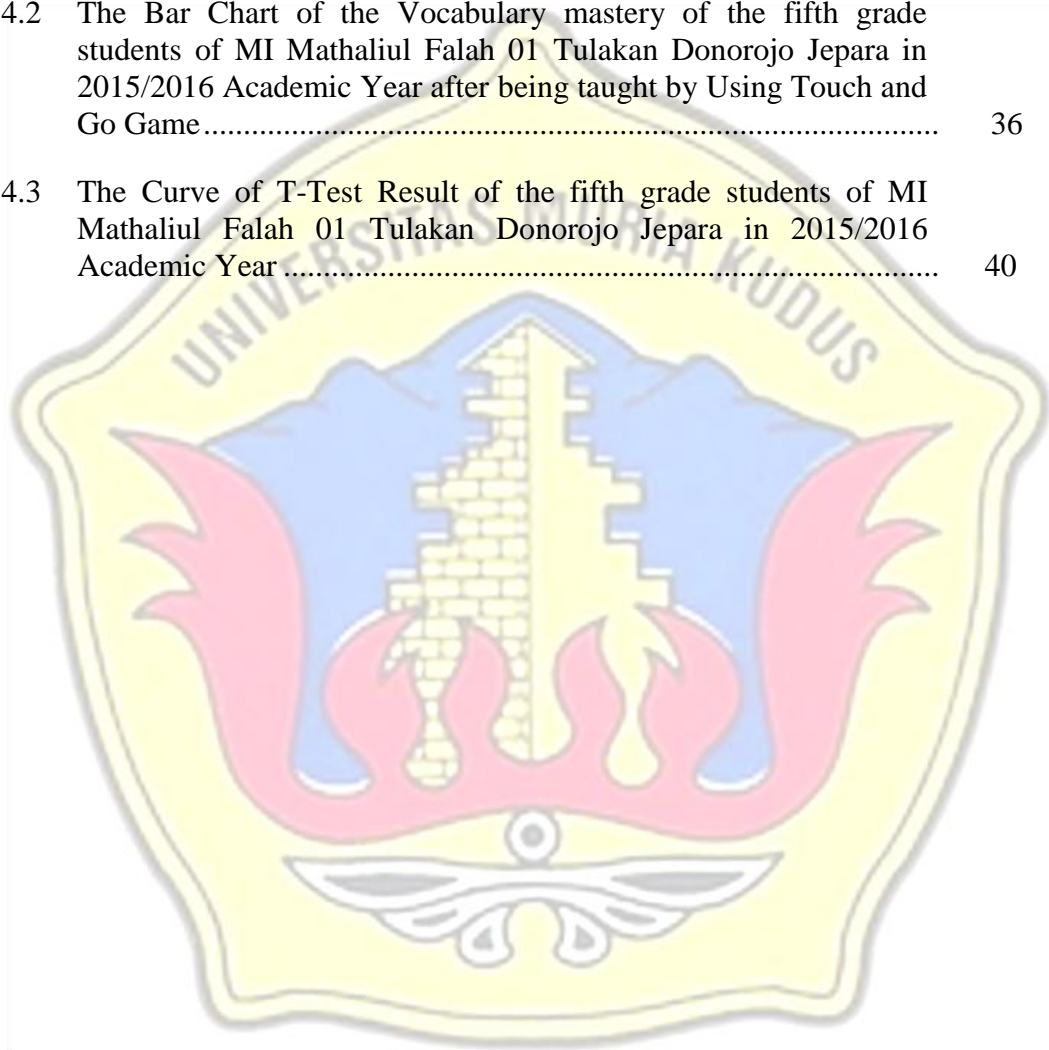
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